

# The Case for Game Based Training



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Perry McDowell  
mcdowell@nps.navy.  
mil

# Game Based Training

What is it?  
Why do it?  
Examples

# What is it?

Using games to train personnel

Training people without them knowing it

- Maybe a better way to say it is “Training them so they don’t care they’re being trained.”
- Or “Training them so they want to be trained more.”

# Why Do It?

More Navy training is being done out of the “schoolhouse”

Need to do something to catch Sailors’ attention

Training is much more effective when the learners are actively engaged

# Twitchspeed Generation

Young people today have experienced significantly different lives than the generations before them – Prensky calls them the “Twitchspeed Generation”

People growing up in last 20 years have spent:

- 10K hours on video games
- 250K e-mails
- 10K hours on cell phones
- 20K hours on TV
- 500K commercials
- < 5K hours book reading

# Digital Natives

They are Digital Natives and have significantly different attributes:

- Conventional Speed → Twitch Speed
- Step-by-step → Random Access
- Linear Processing → Parallel Processing
- Text First → Graphics First
- Work Oriented → Play-oriented
- Stand Alone → Connected

# Games Inherently Appeal to Digital Natives

- Interactive
- Rapid feedback
- Ability to do and try
- Complexity
- Identification
- Open-ended worlds to explore
- Engaging

# Games Offer Digital Natives:

- Fun → Enjoyment and pleasure
- Play → Intense involvement
- Rules → Structure
- Goals → Motivation
- Outcomes & Feedback → Learning
- Interactive → Doing
- Adaptive → Flow
- Win states → Ego Gratification
- Conflict and Competition → Adrenaline
- Problem solving → Creativity
- Interaction with people → Social Groups
- Representation and Story → Emotion



# Examples

<http://www.socialimpactgames.com>

# NAVTAG

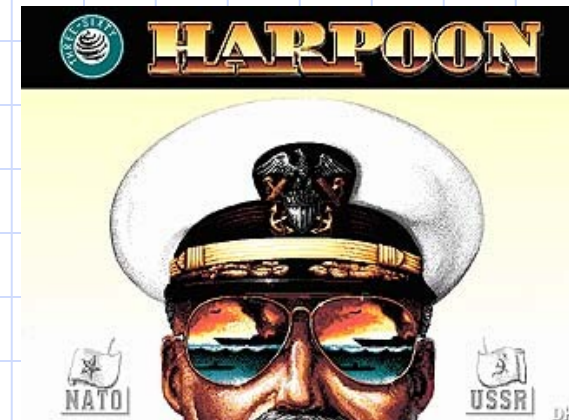
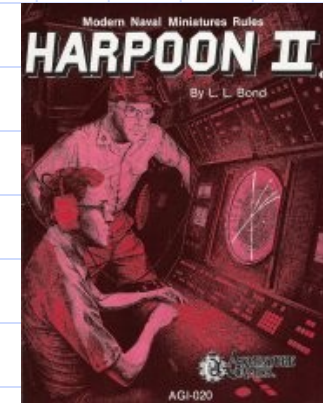
Naval Tactical Analysis Game

Text based game

Designed to train JO's on US & Soviet capabilities, how to employ weapons, basic tactics, etc.

# Harpoon

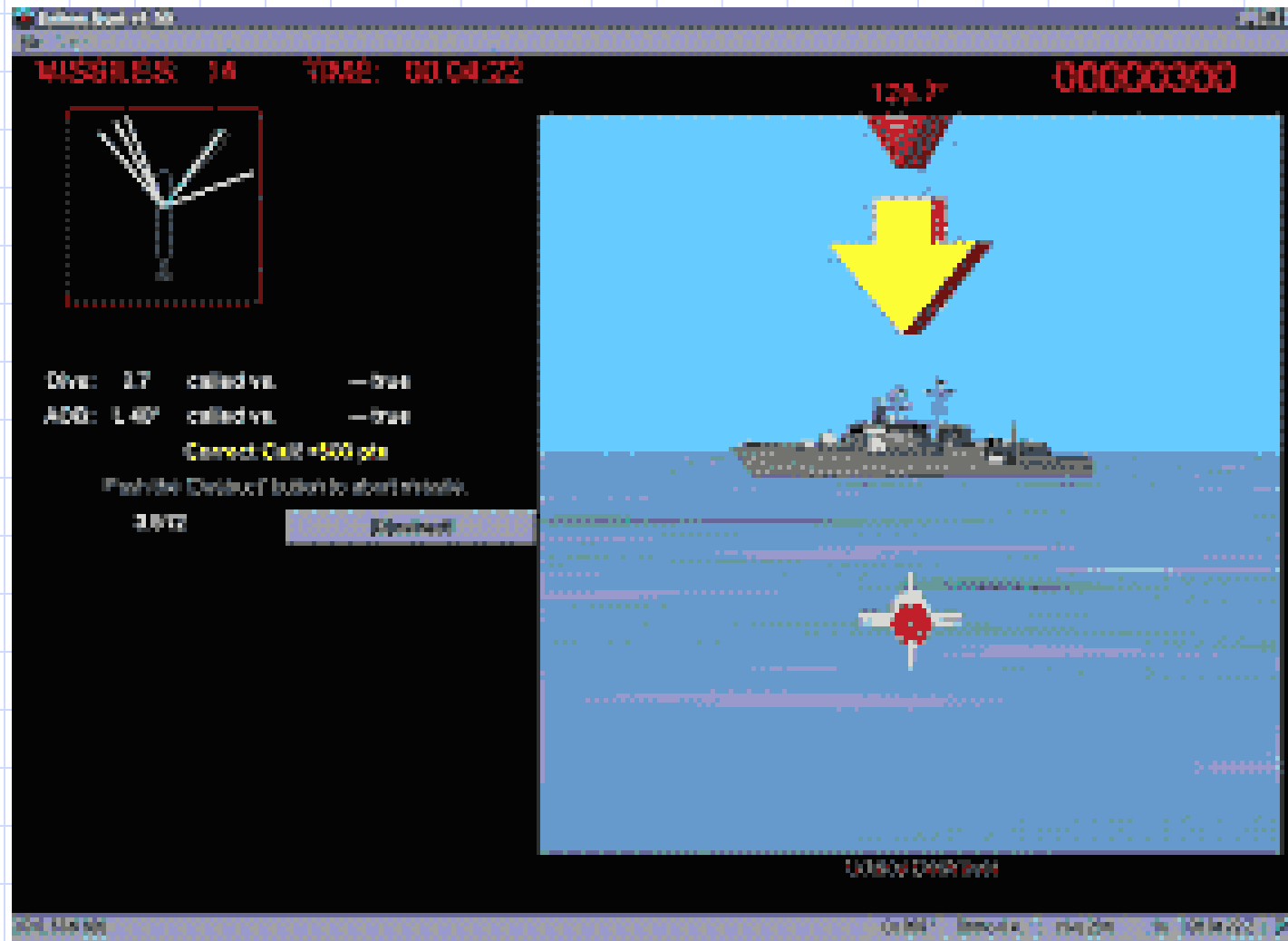
- Originally a board based game created by Larry Bond
- Computerized version in 1989
- “Who cleared this thing?” – SECNAV Lehman



# Marine DOOM



# Bottom Gun – NAWTC TSD



# Full Spectrum Command/ Warrior



# Joint Forces Employment



# Warlords

